

1. A method for interfacing with a three-dimensional object that is displayed, said method comprising:

defining a three-dimensional object as a component, said component being defined by a three-dimensional content language that includes three-dimensional content and interfacing content, said interfacing content being capable of interfacing with said three-dimensional content without external interfacing scripting; and

displaying a component interface, said component interface being interactive with said three-dimensional content such that an application developer is capable of interfacing with said three-dimensional object through said component interface.

2. The method of claim 1, wherein said defining said three-dimensional object comprises:

defining an at least one property to describe said component; and

defining an at least one route to interface said component with a second component, so that said at least one property and said at least one route comprise a portion of said interfacing content.

3. The method of claim 2, wherein said three-dimensional content language is a virtual reality modeling language.

4. The method of claim 2, wherein said at least one property is selected from the group consisting of color, shape, transformation, behavioral, event handling and grouping.

5. The method of claim 2, wherein said at least one route is selected from the group consisting of event and action as an event model for the component.
6. The method of claim 1, wherein said component interface is selected from the group consisting of group, pickable, transformable, colorable and texture.
7. The method of claim 1, wherein said component interface is selected from the group consisting of a smartproperty list, a smartproperty, a smartwidget, a smartfactory, a property, a propertylist, an extension and an extensionfactory.
8. The method of claim 1, wherein said displaying said component interface comprises displaying said component interface on a cathode ray tube display.
9. The method of claim 1, further comprising:
displaying a plurality of component interfaces;
selecting one of said plurality of component interfaces.
10. An apparatus for interfacing with a three-dimensional object that is displayed, comprising:

means for defining a three-dimensional object as a component, said component being defined by a three-dimensional content language that includes three-dimensional content and interfacing content, said interfacing content being capable of interfacing with said three-dimensional content without external interfacing scripting; and

means for displaying a component interface, said component interface being interactive with said three-dimensional content such that an application developer is capable of interfacing with said three-dimensional object through said component interface.

11. The apparatus of claim 10, wherein said defining means comprises a computer readable medium having a computer program stored therein.

12. The apparatus of claim 10, wherein said displaying means comprises a cathode ray tube display.

13. The apparatus of claim 11, wherein said computer program is written in a virtual reality modeling language.

14. A computer system for interfacing with a three-dimensional object that is displayed, comprising:

a means for displaying said three-dimensional object;

a memory for storing a computer program for interfacing with a three-dimensional object displayed on said displaying means, said computer program capable of:

defining a three-dimensional object as a component, said component being defined by a three-dimensional content language that includes three-dimensional content and interfacing content, said interfacing content being capable of interfacing with said three-dimensional content without external interfacing scripting; and

displaying a component interface on said displaying means, said component interface being interactive with said three-dimensional content such that an application

developer is capable of interfacing with said three-dimensional object through said component interface; and

a processor for executing said computer program in conjunction with said monitor.

15. The computer system of claim 14, wherein said defining said three-dimensional object comprises:

defining an at least one property to describe said component; and

defining an at least one route to interface said component with a second component, so that said at least one property and said at least one route comprise a portion of said interfacing content.

16. The computer system of claim 15, wherein said three-dimensional content language is a virtual reality modeling language.

17. The computer system of claim 14, wherein said component interface is selected from the group consisting of group, pickable, transformable, colorable and texture.

18. The computer system of claim 14, wherein said component interface is selected from the group consisting of a smartproperty list, a smartproperty, a smartwidget, a smartfactory, a property, a propertylist, an extension and an extensionfactory.

19. The computer system of claim 14, further comprising:

displaying a plurality of component interfaces; and

selecting one of said plurality of component interfaces.

20. A computer readable medium having a computer program stored thereon that, when loaded into a computer, cause said computer to perform a function for interfacing with a three-dimensional object displayed on said computer, said computer interfacing with said three-dimensional object by:

defining a three-dimensional object as a component, said component being defined by a three-dimensional content language that includes three-dimensional content and interfacing content, said interfacing content being capable of interfacing with said three-dimensional content without external interfacing scripting; and

displaying a component interface, said component interface being interactive with said three-dimensional content such that an application developer is capable of interfacing with said three-dimensional object through said component interface.

21. The computer readable medium of claim 20, wherein said defining said three-dimensional object comprises:

defining an at least one property to describe said component; and

defining an at least one route to interface said component with a second component, so that said at least one property and said at least one route comprise a portion of said interfacing content.

22. The computer readable medium of claim 21, wherein said three-dimensional content language is a virtual reality modeling language.

23. The computer readable medium of claim 20, wherein said component interface is selected from the group consisting of group, pickable, transformable, colorable and texture.

24. The computer readable medium of claim 20, wherein said component interface is selected from the group consisting of a smartproperty list, a smartproperty, a smartwidget, a smartfactory, a property, a propertylist, an extension and an extensionfactory.

25. The computer readable medium of claim 20, further comprising:
displaying a plurality of component interfaces; and
selecting one of said plurality of component interfaces.

26. A method for interfacing with a three-dimensional object that is displayed, the method comprising:

defining a three-dimensional object as a component, the component being defined by a three-dimensional content language that includes three-dimensional content and interfacing content, said interfacing content being capable of interfacing with said three-dimensional content without external interfacing scripting;

displaying a component interface, said component interface being interactive with said three-dimensional content such that an application developer is capable of interfacing with the three-dimensional object through the component interface;

providing a property to describe the component; and

providing a route to interface the component with a second component.

29. The method of claim 26, wherein the property and the route represent at least a portion of the interfacing content.

30. The method of claim 29 wherein the route permits interfacing the component with a second component.

31. A method for representing a three-dimensional object as a component for interfacing with the three-dimensional object, the method comprising:

defining a three-dimensional object as a component, said component being defined by a three-dimensional content language that includes three-dimensional content and interfacing content, said interfacing content being capable of interfacing with said three-dimensional content without external interfacing scripting, the component includes a property describing the component and a route permitting interface with the component; and

displaying a component interface, said component interface being interactive with said three-dimensional content such that an application developer is capable of interfacing with said three-dimensional object through said component interface.

32. A method for representing a three-dimensional object as a component for interfacing with the three-dimensional object, the method comprising:

defining a three-dimensional object as a component, said component being defined by a three-dimensional content language that includes three-dimensional content and interfacing content, said interfacing content being capable of interfacing with said three-dimensional content without external interfacing scripting, the component includes at least one property describing the component, and at least one route permitting interface with the component, the at least one property and the at least one route representing at least a portion of said three-dimensional content;

defining a plurality of component interfaces; and

displaying the component interfaces, said component interfaces being interactive with said three-dimensional content such that an application developer is capable of interfacing with said three-dimensional object through said component interfaces.

33. A method for representing a three-dimensional object as a component for interfacing with the three-dimensional object, the method comprising:

defining a plurality of component interfaces; and

defining a three-dimensional object as a component, said component being defined by a three-dimensional content language that includes three-dimensional content and interfacing content, said interfacing content being capable of interfacing with said three-dimensional content without external interfacing scripting, said three-dimensional content comprised at least in part by a plurality of properties and a plurality of routes, the properties describing the component and the routes permitting interface with the component.

34. (New) The method of claim 1, wherein said component interface is interactive with said three-dimensional content through said interfacing content.

35. (New) A method for interfacing with a three-dimensional object over a network, said method comprising:

C₁ defining a three-dimensional object as a component, said component being defined by a three-dimensional content language that includes three-dimensional content and interfacing content, said interfacing content being capable of interfacing with said three-dimensional content without external interfacing scripting;

transmitting at least a portion of said component over a network; and

displaying a component interface, said component interface being interactive with said three-dimensional content such that an application developer is capable of interfacing with said three-dimensional object through said component interface.

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36. (New) The method of claim 35, wherein said transmitted portion of said component is at least a portion of said three-dimensional content.

37. (New) The method of claim 35, wherein said transmitted portion of said component is at least a portion of said interfacing content.
